PRIMAL
RAGE
TEEN
T
AGES 13+
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Cheat Menu: Highlight Start, Top
L,L,L,A,R,L,L,A,R,R,L,R

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Getting Started

1. Make sure the power on your Super NES is turned off. Insert the Primal Rage™ Game Pak and plug one or two controllers into the game ports.
2. Turn your Super NES on. Once the title screen appears, press the START Button to begin your quest for domination of the Urth.

Important: Always make sure the power switch is turned off when inserting or removing your Game Pak.

Get Ready for Rage!

PRIMAL RAGE™

the Story

Eons ago, before humans walked the planet, there was rage.

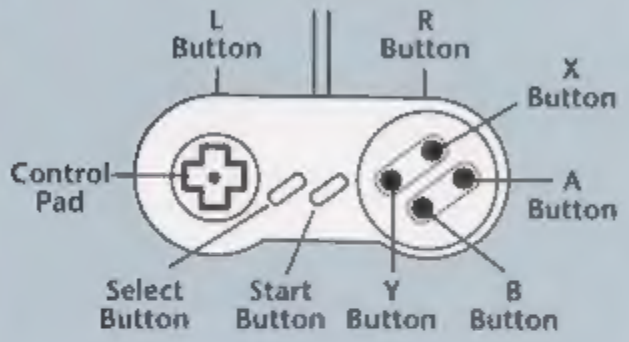
Life on Earth was complex, as were the instincts of the planet's life-forms. In order to grow and multiply, there was a delicate balance between the desperate need to protect one's own life and the need to feed off the life energy of the others. As these instincts evolved, so did the gods.

These gods embodied the spirits of Hunger and Survival, Life and Death, Insanity and Decay, and especially, Good and Evil. They took the form that most suited their needs and fought countless battles on the primordial frontiers of the Earth. Life on Earth slowly multiplied, and the gods became more powerful and their battles more intense. When life had spread to all corners of the Earth, the skies shook and the Earth trembled with the fevered pitch of the god's battles. Dinosaurs were the dominant animals on land, and great forests covered almost all available space. New life forms evolved at a rapid rate, and civilizations emerged.

Then the delicate balance was disrupted. Balsafas, a great wizard from a parallel dimension, recognized the threat Earth would soon pose to the rest of the galaxy. To stop the threat, he planned to destroy the balance between the gods. Lacking the power to kill a god outright, he instead banished one to an isolated rock tomb in the center of the moon. This caused an immediate disturbance in the balance of power, followed by a huge explosion that blanketed the Earth with a huge cloud of volcanic dust. Most of the life on the planet died, and the surviving gods were sent into suspended animation.

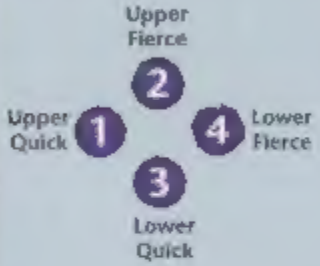
Now, millions of years later, a meteor collides with Earth, and its destructive fury rearranges the continents and destroys the cities. Humans survive, but technology is wiped out. The fury of the Cataclysms is enough to awaken the imprisoned gods. The gods emerge to find the Earth they knew is gone. It is now the new Urth. The gods are awake, and they are angry. Get ready for Rage!

This manual refers to following controls:



Control Reference

Throughout this manual, Dino fighting moves and special moves are referred to in combinations of button pushes and multiple Control Pad directions. Use this reference to refine your button and Control Pad presses.



Buttons:
Y Button = Upper Quick (1)
X Button = Upper Fierce (2)
B Button = Lower Quick (3)
A Button = Lower Fierce (4)
L Button = Upper Quick (1)
R Button = Lower Quick (3)

Control Pad:
D = Control Pad Down
U = Control Pad Up
T = Control Pad Toward your opponent
A = Control Pad Away from your opponent

For Example: "Hold Buttons X+Y and Control Pad T/A" = Hold Buttons X+Y simultaneously and Press Control Pad Toward then Away from opponent

Note: Both **T**(oward) and **A**(way) **Control Pad** movement are actually
Left and **Right** directions depending on which side your opponent is located.

Start/Options Menu

At the main title screen, press the **START Button** to go to the Start/Options Screen. Press the **Control Pad Up** or **Down**, then press any button to select one of these two options:

START - When you select this option, you'll go to the Game Type Screen that consists of the following options:

1P(layer) **Game** - This option takes you to the Dino Select Screen (see **Dino Select**, pg. 10). You'll then select one of the seven available dinosaurs to fight for Urth domination. You'll face each of the other 7 dinosaurs in their home territory.

1P(layer) **Training** - Select this option if you want to practice the game's various bone-crushing moves and dinosaur fighting tactics. You'll go to the Dino Select Screen (see **Dino Select**, pg. 10), and select the dinosaur you want to train with. You'll also select the opponent you wish to face.

2P(layer) **Game** - Each player selects a dinosaur at the Dino Select Screen (see **Dino Select**, pg. 10). The game ends when the world has been dominated by a player, or a player runs out of or doesn't use a CONTINUE.

2P(layer) **Handicap** - This option lets you adjust your damage to any amount you want. The default is set to 100%. It can be set anywhere between 50 - 150%. The strategy is to give a less experienced player more damage to compete longer against an experienced player. Experienced players should set a percentage, and beginners should set their percentage higher.

OPTIONS - Select this option to go to the Options Screen, and make various changes to your gameplay. At the Options Screen, press the **Control Pad Up** or **Down** to move the flashing arrow next to the option you want to change. Press **Left** or **Right** to cycle through the choices. Press **Start** to exit menu.Here are the options:
Credits - This option allows you to set the game to allow from 1 to 20 game credits (continues). As you get better at *Primal Rage*, you can set this option to a lower setting to create an even greater challenge.

Round Time - Each bout has a set time in which the winner must be determined. You can set the game's bout time to challenge your opponent to get a quick kill. The round time can be set from 30 to 80 seconds in 5 second increments. The default is 55 seconds. As you improve your fighting and accomplish quicker kills, set this option lower to put the pressure on you and your opponent.

Rounds - You can set the number of rounds you'll fight your opponent before the winner is determined. Select **3** for a best two out of three, and **1** for a one time winner-take-all rage. If there is a tie, the game will go into Sudden Death. If there is tie in Sudden Death, both players lose the battle.

Difficulty - You can set the game's difficulty level from **1** (easiest) to **16** (most difficult). Default is **7**. As you improve your fighting skills, you can set the difficulty level to a higher setting.

Note: At levels 1-6, you cannot go to Final Battle in the 1 Player Game.

Game Gore - Select **Y** or **N** (default **Y**). If **N** is selected, there is no blood, eating people or fatalities. This includes the refuel round that occurs before the Final Battle in the 1 Player Game. Instead of refueling, you will receive an additional 50% power to your Life [illegible].

Reset High Score Table - Choose either **Y** or **N** (default **N**). If you select **Y**, the game will reset the High Score Table.

Restore Factory Default - Choose either **Y** or **N** (default **N**). Select **Y** to return all options to their default settings.

Sound Test - Sample the games' various sounds and music by pressing the **Control Pad Left** or **Right** to cycle through the numbers. Press any button to listen. Press the **Start Button** to return to the Options Menu.

Modify Controls - Press the **Control Pad Left** or **Right** to cycle through the various choices and make adjustments to your button configuration. The new configuration will be displayed. When you find the setting you like, press the **START Button** to return to the Options Menu.

dino SElect

After you've selected your game type and set your options the way you want, you'll need to select your character. Press the **Control Pad Left** or **Right** to highlight the dino you want, then press the **START Button** to select. A Dino match up screen will appear for a moment, then you'll begin the Rage.

RAGE!

Now that the preliminaries are over, get ready to Rage! The main rage screen displays each dino's name, a red Life Blood Bar, a yellow Brain Stem Bar and a Timer. Various other functions appear on-screen during each Rage. Read the

following to familiarize yourself with Primal Rage:

Life Blood Bar - The red Life Blood Bar is displayed behind your dino's name in the upper right or left side of the screen. It diminishes as you take on damage, and the match ends when one dino's bar has been depleted.

Brain Stem Bar - This yellow bar is located below the name and indicates your dino's brain strength. When the yellow bar is depleted, you dino will appear dazed and vulnerable - but not beaten. You can snap out of the daze by moving the **Control Pad** quickly **Left** and **Right**, or when your opponent nails you with one of the various moves.

The Timer - There are various time settings you can set your Rage to (see **Options**, pg. 9). Each bout is timed. When the timer winds down to 10 seconds, the remaining seconds will begin to beep. This is your warning that the match is about to end. If time runs out before a dino is beaten, the earth will lift both combatants into the air. The dino with the most life remaining will win the Rage.

Win Icon - Each time you win a bout, an icon will appear on the winner's side under the timer. Depending on how you have set Rounds (see **Rounds**, pg. 9), the winner of the bout will have to accumulate 1 or 2, icons.

Hit Combos - During each rage, dinos can inflict heavier damage to their opponent with multiple hit combos. The more hit combination moves you connect on, the heavier the damage you'll inflict. When you put a nice hit combo together, it will appear on your side of the screen (Left side for Player 1, Right side for Player 2).

domination of the URTH

Each time you win a Rage in Game mode, the Urth Screen appears and tells you what portion of the world you have conquered. Continue to win your Rage bouts until you have conquered all lands. Once you have conquered the Urth, your chosen dino will take on all other dinos one-at-a-time in The Final Battle Ground (Difficulty setting 7 or higher). There is no timer, and your Life Blood Bar is not reset, so you'll have to dispose of your enemy as quickly as you can. If you have set the game to allow continues (see **Options**, pg. 9), you may choose to continue the game if your dino is beaten.

REFUELING

In the 1 Player mode, at the difficulty level of 7 or higher and Gore is set to **Y** (see **Game Gore**, pg. 9), you will need to refuel your dino for the final battle. This process takes place only after you've defeated all other dinosaurs. To refuel, you will have to eat as many worshippers as possible in 20 seconds.

DINO PROFILES & MOVES

Read the following profiles to get familiar with each of the dinosaurs available in *Primal Rage*. Button references in each profile are listed as numbers. Numbers 1 through 4 refer to buttons on your controller. (See **Control Reference**, pg. 7, for a rundown of Control Pad and controller button descriptions).

For over a million years, Armadon dwelled in his cave beneath the Earth's crust, telepathically linked to the biomass. The Cataclysms and the battles for supremacy over the changing planet tortured him. Now, he has risen to settle things once and for all.

Basic Moves:

Button 1 = Snout Gouge
Button 2 = Upper Snout Gouge
Button 4 = Tail Whip
Button 4 + Control Pad Down = Overhead Tail Whip
Button 2 + Control Pad Down = Deep Upper Snout Gouge
Button 4 + Control Pad Up = Jumping Tail Whip
Button 2 + Control Pad Up = Jumping Snout Gouge

Special Moves:

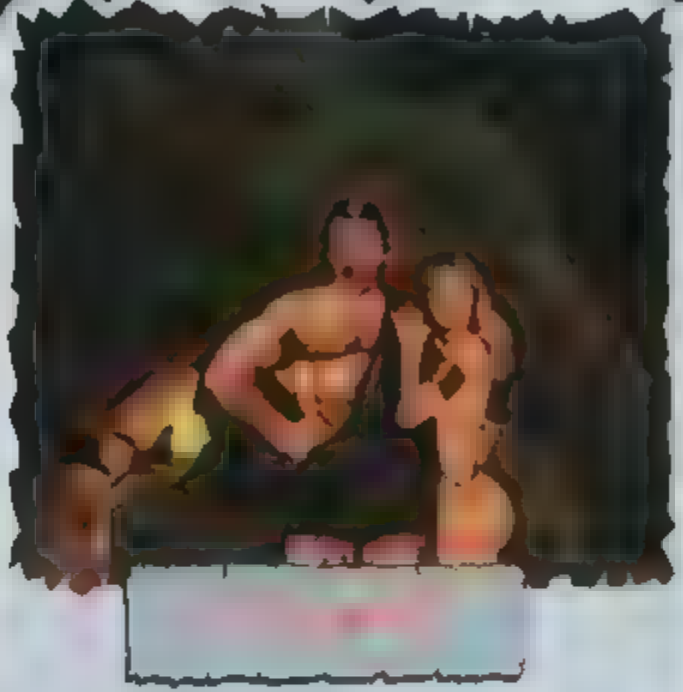
Iron Maiden – Hold Buttons 2+3 and Control Pad A/U/T
Bed-O-Nails – Hold Buttons 2+3 and Control Pad U/D
Mega Charge – Hold Buttons 1+3 and Control Pad A/D/T

Blizzard

Blizzard is a noble god, the essence of the animal spirit. Frozen for millennia at the heart of an immense glacier in the Himalayas, Blizzard was released when the Earth met the Great Meteor. He lives high in the mountains, descending only when threatened. His animal power and age-old wisdom makes him almost unstoppable.

Basic Moves:
Button 1 = Right Jab
Button 2 = Left Jab
Button 3 = Left Low Punch
Button 4 = Left Uppercut
Button 4 + Control Pad Down = Leg Undercut
Button 1 + Control Pad Up = Flying Elbow
Button 4 + Control Pad Up = Flying Kick

Special Moves:
Mega Punch (short) – Hold Buttons 1+2 and Control Pad D/T
Air Throw – Hold Buttons 2+3
Freeze Breath – Hold 1+2+3 and Control Pad A/T



Chaos, the mightiest witch doctor on the first continent wanted to control the evolut on of humanity. During his power quest, he cast a mighty spel that backfired and turned h m into a fou disgusting beast forced to wa ow in his own f th for eons. During the Cataclysm, Chaos prayed to Throshti, god of Carrion, for release. To restore his greatness, he must defeat all his enemies. When his task is completed, Chaos will regain control of his life and lead his tribe to greatness.

Basic Moves:

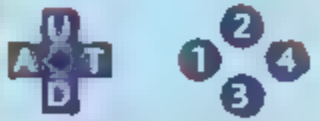
Button 1 = Left Jab
Button 2 = Right Cross
Button 3 = Low Punch
Button 4 = Right Head Bash
Button 4 + Control Pad Down = Leg Undercut
Button 1 + Control Pad Up = Flying Elbow
Button 4 + Control Pad Up = Flying Kick

Special Moves:

Grab N Throw – Hold Buttons 2+4 and Control Pad T/A
Ground Shaker – Hold Buttons 2+3 and Control Pad A/AU AD
Power Puke (Fast) – Hold Buttons 1+4 and Control Pad U/T

Controls:

L Button (1) R Button (3)



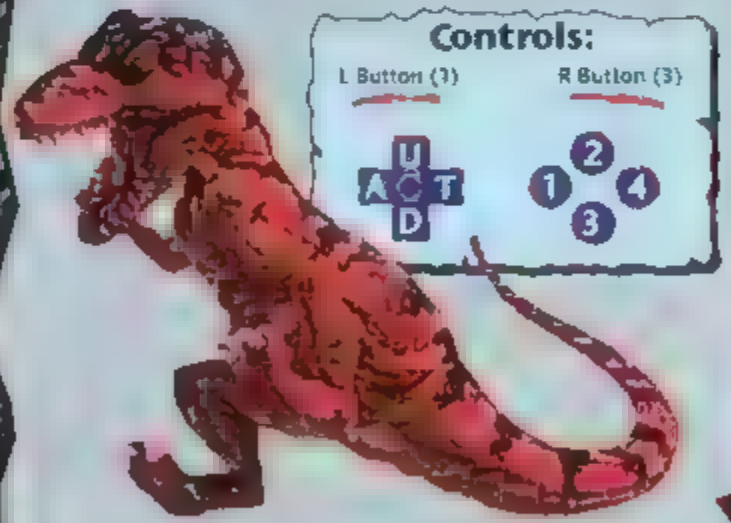
Diablo is evil in its purest form. He was released from a fiery prison deep with n the Earth. to which he was drawn by the pain and torment caused in the great Cataclysms. When he has conquered the planet, he will exist to further torture it. If none are left to oppose him, he will burn the entire planet, sparing only the cruel and vicious.

Basic Moves:

Button 1 = Straight Chomp
Button 2 = Quick Jab Chomp
Button 3 = Right Leg Rip
Button 4 = Tail Whip
Button 1 + Control Pad Down = Low Chomp
Button 4 + Control Pad Down = Low Tail Whip
Button 2 + Control Pad Up = Jumping Lunge Chomp
Button 4 + Control Pad Up = Jumping Kick

Special Moves:

Torch – Hold Buttons 1+3 and Control Pad U/T
Hot Foot – Hold Buttons 2+4 and Control Pad UA/DT
Inferno Flash – Hold Buttons 2+3+4 and Control Pad U



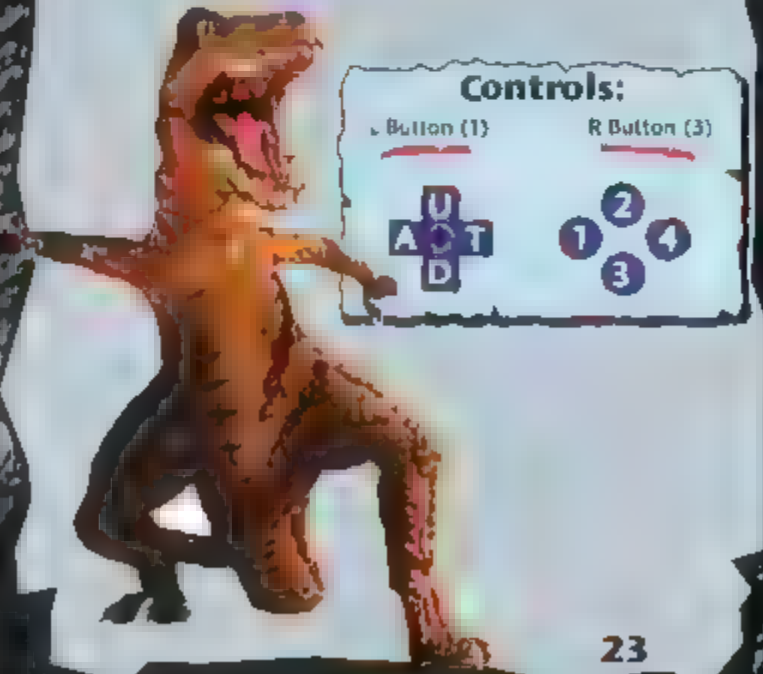
Sauron is the god of Hunger. When he was released from his sleep of ages by the catastrophe, his instinct forced him to devour human flesh to remain immortal. The hungry hordes of humanity worshipped him but lived in fear of his presence. Because many humans sought refuge with other rulers of the planet, Sauron must defeat the others and feast on their followers.

Basic Moves:

Button 1 = Straight Chomp
Button 2 = Lunge Chomp
Button 3 = Right Leg Rip
Button 4 = Tail Whip
Button 2 + Control Pad Down = High Face Chomp
Button 4 + Control Pad Down = Low Tail Whip
Button 2 + Control Pad Up = Jumping Lunge Chomp

Special Moves:

Earthquake Stomp — Hold Buttons 1+2+4 and Control Pad D/D
Cranium Crusher — Hold Buttons 1+4 and Control Pad D/U
Primal Scream — Hold Buttons 1+3 and Control Pad D/U



TALON

Talon was the great chief of the Raptor Clan on a hidden South Pacific island for eons. When the Great Meteor rearranged the continents, Talon's island came in contact with the mainland. Wanting to ensure the safety of his wives and children, Talon set out to eliminate all dangers to his clan's welfare. Talon prefers to live in luxury, keeping humans as cattle and hunting them for sport.

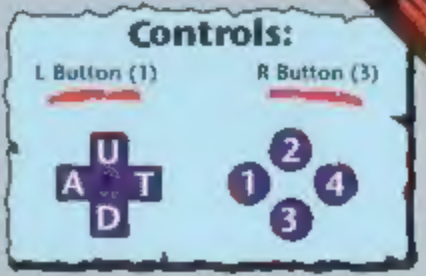
Basic Moves:

Button 1 = Left Slash
Button 2 = Upper Chomp
Button 3 = Slash Kick
Button 4 = Round House Slash Kick
Button 3 + Control Pad Down = Sliding Undercut Slash
Button 4 + Control Pad Up = Jumping Kick Slash
Button 2 + Control Pad Up = Jumping Slash Attack

Special Moves:

Brain Basher – Hold Buttons 2+3 and Control Pad A/U/T
Pounce and Flip – Hold Buttons 2+3 and Control Pad T/D/DT
Frantic Fury – Hold Buttons 1+4 and Control Pad D/T

Controls:



Vertigo

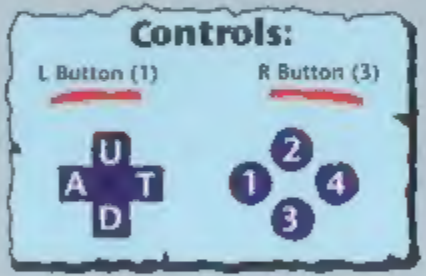
Long ago a sorceress named Vertigo appeared from another dimension. In a great magical battle during the Mesozoic Wars, Vertigo was banished to the moon by the arch-mage Balsafas. The meteor crash weakened the old shields enough for Vertigo to return and enslave the planet once again. Once victorious, she plans to enslave hordes of humans and have them build an insane palace in multiple demensions.

Basic Moves:

Button 1 = Jab Chomp
Button 2 = Lunge Chomp
Button 3 = Tail Whip
Button 4 = Snap Tail Whip
Button 1+ Control Pad Down = Low Jab Chomp
Button 2+ Control Pad Down = Low Lunge Chomp
Button 3 + Control Pad Up = Jumping Tail Jab
Button 4 + Control Pad Up = Jumping Tail Whip

Special Moves:

Teleport – Hold Buttons 2+4 and Control Pad D/D
Venom Spit (Slow) – Hold Buttons 2+4 and Control Pad T/T
Voodoo Spell – Hold Buttons 2+3 and Control Pad A/A



High Scores

If you're good enough to become one of the top ten scorers, the High Score Screen will appear. Press the **Control Pad Left** or **Right** to scroll through the available letters, then press the **A Button** to select the letter. When you have finished entering the letter, select END to enter the name.

Credits

Original Cole-Op Development
Producer and Programmer: Dennis Harper
Programmer/Designer: Frank Kuan
Art Director: Jason Leong
Game Designer: J. Cameron Petty
Audio Designer: Jeanne Parson
Associate Producer: Steve Riesenberger

Consumer Development
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Associate Producer: Tom MacDevitt
TWI Game Testers: John Arvay, Jr., Rob Bourie, Kevin Filson, Mike Kruse
Product Marketing Manager: John Golden

Manual Writer: Joe Mongelluzzo
Special Thanks: John Fisher, Darryl DePriest

Bitmasters, Inc.
Lead Programmer/Audio/Graphics: Dave O'Riva
Programmers: Matthew Hamre, Jon Stevens
Special Thanks: Rush Tunsley, Jane O'Riva, Bob Bayse

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